



The Official Source
for GameShark Codes™

GameSharkCodes GameReviews GameTips Merchant Marine

codeboy's rant

I think I've been late on everything in my letter. Me. Last month's Discover bill and October's installment of my bike insurance are nestled tightly in this year's to-do heap. I've got the home column and a half-a-dozen other things I've had to rush and send in after a trip to England/Las Vegas. I've got to learn how to schedule this crap. Yeah, naughty word eh? Just don't try and ride it or you'll end up with a pen in yer neck, pal. Anyway, I'm late as usual, seems I always have been. On the way back from Vegas I thought I would actually break this twenty-seven year trend. I had a layover in Phoenix, of which I haven't been to since this decade began. We've been going back to Phoenix for the

past five years; I've just never seemed to actually get around to leaving Maryland. It was only two hours that I'd have, but the airport is fairly close to Mill Avenue, the section of Phoenix/Tempe that everyone thinks is and has a skateboarder must legally hang out at. Thought I'd be able to take a cab out, grab a coffee at the Coffee Mill and perhaps visit an old friend at the Graffiti Shop I'd actually have the time to do this. I'd arrived at the airport early, and got one of the first boarding passes issued. But of course, no plane was in sight. It was kinda' like that TV commercial for whatever new snake oil cure they have for insomnia now; you know, "If I get to sleep right now I'll still get three good hours of sleep, blah, blah, blah..." Except I had substituted destination for the hours of sleep in question. Got to the point where I would have been happy just to step outside for a smoke, just to be back in Phoenix. Can you really, legally say you've been somewhere if it was only in the airport? Needless to say I had to settle for an airport bar, a full smoke, and half a Heineken instead of my originally planned reunion with the city I remembered so fondly. Big ass Ingrid... I don't know why I'm so fixed on that town yet won't commit to just buying the stupid ticket out. Christ, it's only a few bucks on Southwest. Don't ask what any of this rambling has to do with GameShark, there is no link. Just memories of hour upon hour of Super Mario 3, Fester's Quest and whatever other games at Alasdair and Jeff's apartment.



GOD SAVE THE QUEEN—AND THOSE LOVELY GAMESHARKS!

Accompanied by really bad beer, Skynyrd or Social Distortion and a girl that I ignored way too much. Back when things took place outside of the house and definitely outside of any lame job I might have held that week. Hmmm, guess all of that late-night game playing actually did pay off. Pretty strange.

-Codeboy

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editor's note

Ho ho, ho, happy Christmas, happy Hanukkah...or happy whatever holiday this you might be celebrating during December! If you're not careful, I'll hang the stockings over the chimney with extra care and start singing "Jolly Old Saint Nicholas" at the top of my lungs until I explode! Or implode which ever comes first. I just love the Christmas season. The only time of the year where people (except Codetroy) actually try to be nice, courteous and polite to one another...Jmmmm mm, notice I said "TRY"?

Well, now that we've gotten that out of my system, let's talk business. To start off like to inform you that we've given our 500 code line (1-800-773-7427) a slight makeover. Now you'll find it's updated with more codes, it's easier to differentiate between the PSs and So inside the codes and the guy talking doesn't have a tsp. I have to say it, but the last guy sounded like he was speaking with a mouthful of marbles those big, devastating marbles! Sorry Mike! Anywho, the code line's not all wacky changed. Keep an eye out in stores for the GameShark CDX II for the PlayStation game console. And you guessed it IT WORKS WITH THE 3000! I repeat it is compatible with the 3000 series PlayStation. You guys didn't think we'd leave you out in the cold to play these games without cheaters did you? Sure, we like to see you suffer, but we couldn't hold out too long.

On Xmas so keep a look out this season for our newest lineup of Dangerous products. Nothing enhances gameplay like an InterAct product, no matter what season it is.

Now for something a little different. What kind of idiot would actually buy into this? For some twisted reason, which I can not and should not explain, I was searching EBAY the other day and came across an ad for the PlayStation GameShark 24/7 Upgrade CD. Someone was trying to sell an Upgrade CD on EBAY, and people had already began bidding on it. Last time I checked it was selling for \$650-\$650 for a product that we supply to everyone, for INTERACT! I understand that customer service may not be one of the easiest ways to get an upgrade, but please people, don't EVER buy an upgrade CD. Unless of course, it upgrades your toaster and/or hair style or something.

The holiday season is the greatest time of the year, no doubt about it.

Don't forget to Abuse the gift receiving power, please!

Biffle

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Mailbox

The Voice of GameShark Fans

Sir, I thought I have become a customer since I represent for the malfunction of the console. I don't need it, I'm always glad to help! So let's see what we got...

Dear person,

I have one of your controllers and it seems to be malfunctioning. It seems as though my Chihuahua, Thy, has chewed thru the cord. Can you do anything for me?

Sincerely,
Hungry

Dear Hungry,

As stated in your products warranty, InterAct Accessories does not cover negligence, abuse, use, accidental damage or act of dog. Nor will InterAct Accessories repair products that are damaged due to these conditions.

If you're still interested in replacing your InterAct product, we can offer you a new unit at a discounted price in exchange for your defective unit. Please contact customer service to get all the details!

Dear InterAct,

I have a GameShark for the PlayStation game console, but I want the GameShark Pro. Can I upgrade, or am I stuck?

Sincerely,
Behind The Times

Dear BTI,

I apologize for the inconvenience, but we have discontinued manufacturing the GameShark Pro for PlayStation. However, we do manufacture the GameShark CDX. If you would like to upgrade to the most powerful GameShark available, please mail your GameShark to customer service with S&H. We'll sure to return the newest version available upon its arrival.

Please refer on for more info regarding the GameShark CDX.

Dear InterAct,

My gameShark pro always seems to freeze up on such games as FF7 and FF8 and it's starting to do this on other games. It seems that when I go to the "new game or continue" screen it won't work-- I chose continue but it does have a game saved with gameShark codes activated and it says that it can't read the memory card but without the Shash it works fine. When I choose the new game it starts and works for about five seconds and then the screen freezes as the music plays on. I'm baffled, if there is any way this can be fixed please help! It would be nice to have to go out and spend another fifty bucks if I don't have to. Thanks for anything you can do.

Sincerely,
Totally Confused

Dear TC,

You have experienced a very unusual problem. There are a few things to try. 1) Enter codes. All will work down the beginning of the game on. I believe FF7 is one of those games. Loading a game with the cheats turned on may cause a lockup. Try loading the codes from the very beginning to see if this is the case. 2) Be sure to use codes from an authorized retailer publication. Dangerous Games, YouWave and environments.com are the only InterAct developed sources for codes. If the codes you're using are from a different source, they may be altered and may not work correctly. 3) If the one code of a game from the beginning of the game. If you do not experience a lockup or something unusual, the code should be okay. If something out of the ordinary does occur most likely the control is invalid and should be removed from the Shash memory immediately.

Great question, thank you!

Got a question? Want to hear from you
Send your letters to:

Dangerous Waters Mailbox
McComick Road, Hunt Valley, MD 21030
email: codetroy@gameshark.com

Dangerous Designs

Man, I tell you what, there are actually some fine artists out there! This issues winner looks tinted! Just look at it! I tell me they don't look great! This issue is becoming hard to determine a winner and runners up! Well enough of my pointless banter, enjoy!

This issue's winner:

Jonathan McCarter
Huntingville, NC



I will get your PSX DevDays to you ASAP, Jonathan. In the mean time, take a look at this issues runners up:

Runners-up:

Eric Nguyen
Orange, CA



Col. Stupi
Aurora, CO



Eric Nguyen and Col. Stupi were our runners up for this issue. They will be receiving a GameShark Tshirt. I want to thank all of you who have entered so far, keep it up. Our offer for a Nintendo 64 or PlayStation DevDays still stands for issue 23. So don't delay, get your artwork in to us today!

CONFIDENTLY ABUSING THE POWER®

Review These

An unbiased look at what's hot and what's not.



Title: Rippin' Riders
Developer: UEP Systems
Publisher: Sega
Format: CD
of Players: 12
Difficulty: Moderate
Available: Now



From www.ripinriders.com

Oh yeah, it's all coming back now. Rushing over snowy ravines, rooftop riding and smashing face-first into sheer cliff walls before tumbling newly-bashed-head-over-compound-fractured-heels. Only this time the graphics are as great as the gameplay. The original installation from UEP Systems, Coolboards, was the cause of many missed deadlines in our office, and led to the eventual banishment of my good buddy Jay to the California office, as he could not face the daily punishment of going up against my style. Now, it's only fitting that Jay will be quaking in our Maryland office once again to face the unbearable runs of the Coolboarder on UEP's newest release on the Dreamcast, Rippin' Riders. To be frank, I think they can't go on name recognition, as Rippin' now has the rights to the title, and the rights to the game, of the Coolboards series, but Rippin' Riders should have no problem catching on just as the first did.

The trick techniques, as far as I can tell, is identical to the original, utilizing more with timing and precise angles than with button combo master maneuvering. Not a simple system to get used to at all, but once mastered the excitement of pulling off a 360° Misty or even a bottomless chasm is definite near岸急流 inducing. It's not just pressing X+D at the opportune time; it's calculating your rotations and grabs, while factoring in

I can't say for sure, as I've had but a night and a good part of today on the game, but there are a few hidden goodies as well. The Snowman returns, as well as another hidden character. There are extra boards available as well, of which I have, at this point, only earned one or two. But as far as I can tell this is much like the original, and there will be extra boards for each of the three types, Alpine, All-Around and Freestyle. As for the amount of courses, I can say at least six, but that's as far as we gotten today. Perhaps a dozen including the half-pipes that are available, see for yourself.

I can't give this title a strong enough endorsement, you must play this game if you've ever played any snowboarding games. It takes more than just a run or two to get used to as well, but the payoff and the replayability leaves above any other snowboarding titles. Much like Tony Hawk for the PlayStation, it takes a while to get your tricks down, but there's enough to the game that just riding down the mountain like an air-knee is a trip, let alone pulling off crazy airs. I can't wait for Jay to get back to the office, we're gonna have some fun. ☺



From www.ripinriders.com



Title: Scrabble
Developer: Runeweb
Publisher: Hasbro Interactive
Format: CD
of Players: 4
Difficulty: Moderate
Available: Now

Scrabble is...well, it's Scrabble. If you're familiar with the board game, you won't be surprised by much of the virtual version. If you're not familiar with the board game, where have you been for the past 15 years?

The game interface is overall, fairly sound. The menus are easy to navigate and the in-

game functions are intuitive and keep a regular flow to the game. The only complaint that I have here is that you cannot zoom out to view the entire board, but rather have to move the camera around to view a square at a time.

There is an interesting Solitaire mode and a time consuming Tournament mode to add some flavor to the letter placing madness. And if you'd rather not go solo while playing, make the TV and put on a CD. The graphics are crisp and add to the realistic overall feel of the game. You can actually see the wood grain patterns on the letter blocks. At times I was so immersed in the experience I actually felt like I was playing a board game.

Overall, Scrabble does what it does well. If you want to play a board game on your PlayStation, go get Monopoly. If you already have Monopoly and you want another game, go get Scrabble. If you're just looking for

some entertainment from your PlayStation, you may want to look elsewhere. ☺



From www.scrabble.com



GameTips & Tricks

Conquer worlds. Repair strength. Subdue the enemies.

Blue Stinger**Infinite Remote Bombs:**

At the title screen press X, Y, A, R, START, L, START. This will give you the secret remote bomb weapon with infinite ammo.

**House of the Dead 2****blood Selection:**

Finish the game in Original Mode to be able to choose the color option for blood.

**Hydro Thunder**

Hidden Track: Before starting a game, highlight "TRACK" on the options screen. Now enter the following up, up, down, up, down, down, start. You can now find the hidden track of the Track Selection screen!

**Crash Team Racing****Get Spyro 2 Demo:**

At the main or new game screen hold L1 + R1 and press Down, Circle, Triangle, Right.

**Soul Reaver****Infinite Health:** Pause your game and press Left, Right, Left, Right,

Square, Circle, Square, Circle.

**Tony Hawk's Pro Skater****Infinite Special Bar:**

While playing, pause the game and do the following: press and hold L1 and push X, Triangle, Circle, Down, Up, Right. The screen will shake if the code was entered correctly.

**Army Men****Sarge's Heroes****Escape Teleport:**

Hold R1, L and C-Down and you will teleport to where you started.

**Gauntlet Legends****Bonus Characters:**

When your character reaches level 10 you will be able to select the more powerful version of your character by holding the TRIAD button down while selecting a character. The secret versions are more powerful than their old versions but are only worthwhile if you choose them as soon as you reach level 10.

**Re-Volt****Unlock Everything:**

Go to the password section and enter E, A, Z, Z, I, L, A, C.



The i-Files

An In-Depth Look At New Devices From InterAct.

The Mega Memory Card Saves the Day!

Introducing the Game Boy Memory Card!

Hey all you gamer folks out there: in today's land if you like to have gaming power in your pocket, we here at InterAct have a whole new way for you to get more extreme fun out of your Game Boy.

It's the Mega Memory Card for the Game Boy Color and Game Boy Pocket!

Now all of us gamers down here know that you Game Boy fans and fanatics out there have been waiting, hoping, even begging for a new and better way to back up your game saves and organize your data. And as much as we love to see you beg, we here at InterAct are still proud to bring you our Mega Memory Card.

This little yellow beauty holds up to one hundred game saves for any Game Boy Color and Game Boy Pocket game that lets you save to the cartridge. You can back up your games, or organize them simply, delete them easily and store them all in one handy car-

tridge. The Mega Memory Card's user-friendly interface makes it easy to view all your saves and keep them how you want them.

The Mega Memory Card is perfect for extra protection for your game saves—no more accidental erasures or corrupted data on the original cartridge—or for sharing your game saves with a friend. You can back up your games a hundred times, save at different positions, or just save all your games once.

For all you Pokemon fans out there, the Mega Memory card is a perfect way to catch 'em all and to make sure that they stay in your grasp. No more sole stakes about all your Pokemon flying the coop, keep your million and one cutters safe and happy—and make it easy on yourself with the Mega Memory Card.

Take the excitement and uncertainty out of your game saves with the Mega Memory Card and save it for playing the games instead! ☺



You can save up to 100 with the Game Boy Color Memory Card.

savior Speaks/Strategy Guide

Will he just return from a brief trip to England, and if I learned one thing while I was there, it's that people talk funny in other countries. Oh yeah, I also learned that it's better to be in the US if you're a gamer. Flipping through the UK mags, talking to some gamers, walking through the local shops, you notice that the "New Releases" are mostly games that we've been playing for months. They do have better-looking women than us, though—and more of them, too! So I guess it all evens out.

Back to the games, though, who's excited for this holiday season? NINTENDO 64 faithful will finally get their hand at Tony Hawk's Pro Skater, as well as an update to Excitebike and a new Castlevania. Of course there is the obligatory slew of PlayStation games including Tomb Raider 4, Twisted Metal 4, Tomorrow Never Dies, Vandal Hearts 2, should I go on... And finally we come to the DreamCopt. At last the hardcore RPG corner will get something on the most powerful console to sink its teeth into. Evolution, Ominus Lander and Seventh Cross are all scheduled to be released before Christmas.

So take a moment this holiday season, as you peel the cellophane off of your new games, and think of all the poor blibkes abroad in many old England who won't be seeing those titles for weeks to come. Oh and on a final note, if you are ever in the UK and someone offers you a fag, don't worry that you're caught up in some black market, sex slave trading scheme—they're just offering you a cigarette!

On that note, look, an all-new feature inside this issue of D&V: A strategy guide. Granted it's not the entire guide (we wouldn't want to spoil it for you), however we have a map and a walkthrough of the first area of Resident Evil 3: Nemesis. So, keep reading!

Resident Evil 3: Nemesis

September 26th - Daylight

Walk down the path and jump onto and over the crates.

Now inside the warehouse, you can pick up first aid spray and bullets on the bottom floor. Then go up the stairs and to the

right. Up the stairs again, down the path and through the door (S) into the save room. Grab the key on the wall by the door. There is also some superdroid A in the cabinet and some typewriter tape on the desk. Leave the save room, head back around and down the stairs. Go all the way down the walkway to the exit door (S). Leave the warehouse.



Walk down the alley and through the door (S). Walk to the left and then through the door (S). Walk down the path. If you see a gray door (S) on your right, Open the door and go down the stairs. Pick up the lighter fluid from the shelf and the shotgun from the rotting corpse. Go back up the stairs and out the door. Make a right out of the door and then the first left. Walk down the path, pick up the green herbs along the way if you want to, and enter the door (S) at the end. Walk down the path, making a right at the broken down carts, until you see

two crates blocking a set of stairs. Climb up on the crates and grab the map from the wall. Climb the stairs and grab the green herbs if you want them. Come back down off of the crates and go to your left, continuing down the path. If you come to a brown door (S), Enter the door and take this path to the first right, down the stairs. Walk to another set of stairs and then to another brown door (S).

Now inside the bar, grab the ammo from the cash register, the postcard from the bar, and the lighter from the pay phone. Go back out of the bar through the back door the way you came in (S). Go back down the stairs, through the alley and up the stairs. Make a right at the top of the steps and then you have to choose which path you will take at the fork just ahead.

For the rest of the walkthrough, be sure to check issue 23 due out in January.



UP/DOWN



News

GameShark CDX: It actually works with the 9000 series PlayStation®!

Coming to you live and direct via your favorite video game retailer, GameShark CDX for PlayStation® game console. Now you can own the next generation in cheating technology! Take your gaming to higher levels than ever before with these nifty new features:

- PSX 9000 series compatible
- Select codes for hundreds of preloaded games*
- Programmed with thousands of codes!
- CD Explorer feature allows you to view in-game movies and listen to a game's soundtrack!
- Built-in Code Generator (when used w/ the SherkLink, sold separately)
- Indicated, at no extra charge, Hack Like a Pro™ tutorial video
- New generation GameShark technology - \$49.99 for the GameShark CDX and \$44.99 for the SherkLink

A completely revised and updated version of the popular GameShark, the GameShark CDX is the ultimate game enhancer for the PlayStation® game console! This next generation of GameShark, is compatible with every model of PlayStation® even the new 9000 series! The all-new GameShark CDX plugs into the memory card port on any model PlayStation®. From the menu screen, you can update codes and even unlock special graphic and sound files stored on some games.

Watch www.gameshark.com for more news about GameShark CDX and how to get your very own SherkLink cable. Don't have a computer? Go to the public library, a computer store or somewhere!

ABUSE THE iPOWER



900 Line – CodeBoy's 2 Scents...er, cents

Youh didn't know how I got scammed into this plug, but I bet they'll never ask again. Either that or it will be altered by my dear friend the Ghost Editor. Less the name, we've optioned ourselves a new host for our codeline, 1900-773-N4R, our lovely and talented assistant, Andy. Though you may think that our codeline is just for codes you'll be putting down numbers to the endlessly monotonous decree of one of the most recent victims of internet trickadreams... I mean he was kidnapped. What I'm really saying is, for those who want to cheat, now, right now, at the moment the game is released, give this line a call. But, not only do we have codes, we have our new code host, Andy, and he's well worth every penny. So go grab a game, a new one at that, and check out 1900-773-N4R. For up to the minute codes, or at least up to the week codes. No more waiting for Dangerous Waters, no more reading my stupid sections, nothing but pure ease my friends. Oh, yeah we know SHARK is free stuff, just deal with it.

CodeBoy

GameShark Merchandise

Shirt Number: \$16.99/each. The anniversary off, you would have gotten your pants \$30.99. GameShark shirt, pants, hoodies not included.

* 100% Cotton • Embroidered Logo *



*Please refer to the Holiday Gift Guide insert when ordering.



THE BIGWAVE

The Big Wave is Back and it's a Bigger Wave!

A short time ago, people around the world cheered in unison when they opened their mailboxes. The day had come, the Big Wave was in their hands. More importantly, the power contained within the Big Wave CDs was in their Playstations.

The time is once again upon us... Big Wave #2 is headed your way. This means more big saves, more GameShark codes (which you can load directly into your GameShark), more programmers' cheats and more upgrading fun! If you missed out and didn't subscribe for the year of Big Wave CDs, you get another shot here. For all this love and affection, you only pay \$6.00 and get not 1, not 2, not 3... but 4 Big Wave CDs over the course of a year! That's a deal!

Now that you want to subscribe, flip to the last page and fill out the form. Then mail the form and a check or money order to the given address. Next wait patiently for the CDs to arrive.



Working to keep you guys on top!

IndieSoft's GameShark upgrade policy has changed. We have an updated software version that's compatible with most N64 games available if you own a N64 GameShark (SV-240, version 0.0 to 2.0), send in your GameShark along with \$20 to receive a software update, or send \$35 with your GameShark to upgrade to a GameShark PRO.

If you own a PSX GameShark (SV-104), version 0.0 to 2.0, send in your GameShark along with \$35 to upgrade to GameShark CDX.

If you own PSX GameShark version 2.0 or above, subscribe to Big Wave and receive 4 upgrades per year, guaranteed! Plus receive any supplemental CDs if a software update is needed.

And finally, if you own Game Boy GameShark (SV-024), all versions, send in your GameShark along with \$20 to upgrade to the GameShark PRO.

Special Merchant
Marina Feature



1999 Holiday Gift Guide



Tis The Season...To Stock Up on InterAct Goods!

With holidays of many varieties creeping up on us, it's time to start getting greedy! Videogames are on all of our lists, and in this holiday gift guide, we've got some widgets, devices and doo-dads to enhance your gaming and get you on the path to ultimate victory! If you see something you like, fill out the order form, tally up your total, detach and mail to InterAct. Be sure to include a check, money order or credit card number (Visa or Mastercard only) - Or you can call (410) 785-8054 and order your products over the phone with a Visa, Mastercard, Discover or American Express.

GameShark

You know what this little device does, don't you? It unlocks all the hidden features in your games and creates some of your own powers! With the GameShark Pro, you can hack the codes yourself! Also, notice our latest addition to the GameShark Family - The GameShark CDX. The CDX is compatible with all models of PlayStation (yes, even the new models with no parallel port).

GameShark Pro (Nintendo 64) SW874E \$49.99

GameShark CDX (PlayStation) SW804CDX \$49.99

GameShark Pro (Game Boy Color, Game Boy Pocket, and Game Boy) SW824E \$29.99



Barbie PlayStation Accessories

Everyone loves Barbie and everyone loves PlayStation. Combine the two and you get this-sack Barbie GamePad and Memory Card. The Barbie GamePad is a standard digital pad, compatible with all PlayStation games. Comes with mini console and controller for Barbie! The Memory Card is a standard, 16-block memory card, also compatible with all PlayStation games. Game Boy Color and PC Barbie Accessories are also available. Check your local videogame retailer!

Barbie GamePad 122-002 \$9.99

Barbie Memory Card 122-001 \$9.99

Game Boy Mega Memory Card

Here it is, the first available memory card for your Game Boy (Compatible with Game Boy Color and Game Boy Pocket). When you catch 148 Pokémons, you're too close to your goal to risk it. Backup any Game Boy cartridge saves with the 100 available slots. Store, organize and transfer your Game Boy saves with great ease with the Game Boy Mega memory Card.

Game Boy Mega Memory Card 124-607 \$24.99



StarFire LightBlaster

Shooting things on the screen is fun, but it's not so fun when you've gotta use a standard GamePad to move a dang target around the screen. This is why you plug the StarFire LightBlaster into your Dreamcast. The trigger is now an extension of your hand, part of your anatomy. The StarFire LightBlaster shoots where you point. You also get auto-fire and auto-reload to ease the aching on your digits.

StarFire LightBlaster I-22-009 \$29.99



Fission Fishing Controller

Go check your local bait and tackle store - people don't go fishing with GamePads! If you're going to simulate fishing on your Dreamcast, do it right with the Fission Fishing Controller. You get an authentic winding reel, an analog control stick, four control buttons, powerful vibration feedback, and motion sensors that react to controller movement. The only thing you don't get is the authentic fish and worms (hard sticks tho, normally associated with fishing).

Fission Fishing Controller I-22-020 \$39.99

Quantum FighterPad I-20-003 \$29.99

Quantum FighterPad

With the incredible fighting and non-fighting games on Dreamcast, you really can't pass this controller up. You get all six buttons on the face of the pad, plus the two shoulder buttons (in case you really dig the shoulder buttons). This baby is programmable, so you can program complicated combos into one button! You also get dual VMU/TremorPak slots for all manners of vibrating and swaying.



Order Form

Ordering Instructions

- Please order at least one day before you need it delivered.
- All orders include shipping and handling.
- International buyers - we cannot ship to countries outside North America and Asia Pacific.
- All orders must be paid in advance.
- No returns or refunds for damaged items.
- No returns or refunds for software.
- No returns or refunds for hardware.
- Please have your VISA/MasterCard numbers ready when placing an order.
- Please allow 4 weeks for delivery.
- Handicapped customers: Call 1-800-243-4444.
- AT&T: 1-800-243-4444
- AOL: 1-800-243-4444
- CompuServe: 1-800-243-4444
- MSN: 1-800-243-4444

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Now Scrolling on Computers Everywhere!

Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Okay, it's that time of the month again! Time for your next installment of Hacker's Heaven, the forum for those trying to hack GameShark codes. "Hackers?" you will.

One of the most received questions I have received, even to this day, is "Why can't I hack codes for certain games?" One customer bluntly put it: "For example Final Fantasy 6, the gentleman continued, 'Every time I try to use the Code Generator on said game, it seems to lock up.' Forcing me to restart the game, every time!" Well, I have to be honest with you folks, this is one of those



classic cases of "Lockups" or "Incompatibilities." For reasons beyond our control (like anything is under OUR control), certain games just can not be hacked. Now I

say "beyond our control" because any one game can have thousands, even millions of lines of code. Thus, searching for one single line of code could take days, or even weeks. In the worst case, you could search for no reason and never find a code. So, I recommend one of two things in this case: A) lose your ego or maul by hacking for hours, upon hours on end; or B) just take your losses, remove the game from your system and move back away SLOWLY!

In other cases, the occasional lockup may just be caused by a bad code in the Generator. To make a long story short, the GameShark "overwrote" the code written in the C++ programming. I guess you could say it broke the system into thinking one value is actually another. Invalid codes may have just one incorrect character in the address, causing the GameShark to confuse the system, thus locking it up. In any case, entering an invalid code into the GameShark system will most likely cause a lockup. Sometimes you'll still be able across the Shark and delete any codes! that might have been entered. However, there are those rare cases in which the Shark has been damaged by this evil code. In such cases, please contact our Consumer Service department for details regarding our reprogramming/upgrade service.

INTERACT TECH SUPPORT

- For tech support by phone: (401) 765-4064

- For tech support by mail: Interact Accessories, Inc. ATTN: Consumer Services 10999 McCormick Rd. Hunt Valley, MD, 21031

- For tech support by email: support@gameshark.com

To be sure that invalid codes will not corrupt your GameShark system, be sure to get all of your codes from an authorized source, such as:

- Our 900 line: (800) 773-7427

- Online: www.gameshark.com

- Our Magazine: Dangerous Waters

Or be sure to test each and every code, one by one, before entering it into the GameShark permanently.

Thank you,
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DANGEROUS Waters^{#22}

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